NES-7R-USA

ROBIN HOOD

PRINCE OF THIEVES™

Virgin® GAMES

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WARNING

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System ("NES") or your Super Nintendo Entertainment System ("Super NES") and NES or Super NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES or Super NES games, neither Nintendo nor any of its Nintendo's licensees will not be liable for any damage. This siutation is not caused by a defect in the NES, Super NES, NES games or Super NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

Epilepsy Warning

WARNING

READ BEFORE USING YOUR NES OR SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have an epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: *How to Identify and Resolve Radio-TV Interference Problems.* This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

PRECAUTIONS

1.I This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.

2.I Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.

3.I Do not clean with benzene, paint thinner, alcohol or other such solvents.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

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INTRODUCTION

ROBIN HOOD: PRINCE OF THIEVES™

England is in turmoil! The King of England, Richard the Lion-Hearted, is off fighting in the Crusades and Robin Hood is in prison. Soon England falls to the rule of the Sheriff, with the Black Magic of the witch, Mortianna behind him. The Sheriff must be pushed out so that England can return to its original state.

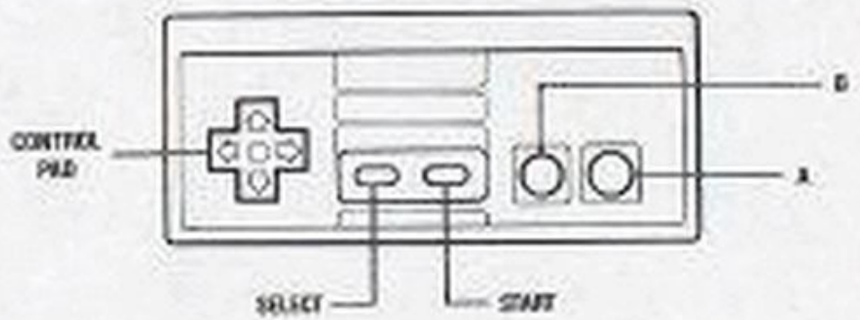
You are Robin Hood of Locksley. You were fighting in the Crusades when your friend Peter Dubois was captured and imprisoned for stealing bread. Unable to stand by and watch the brutal interrogation Peter was forced to endure, you attempt to take the blame for the crime. Now you are in prison with Peter, awaiting your turn at being interrogated.

You must rescue your friend and escape the horrible fate that awaits you both. And you must save England!!!

GAME OVERVIEW

Throughout the game fellow travelers will lead you on quests to accomplish certain goals. Heed friendly advice to assist you in accomplishing such goals as finding Maid Marian, avenging your father's death, and defeating the evil forces that are causing the downfall of a once prosperous England.

CONTROLS



Control Pad - Controls movement.

Select Button - Pauses game.

Start Button - Starts game and accesses Option Menu.

A Button - Uses right hand action. Jumps during duel. Picks up objects.

B Button - Uses left hand action and removes Option Menu from the screen. Attacks during Battles or Duels. Picks up objects.

Dueling
Use A to jump and B to attack. Pressing UP on the Control Pad while pressing the B Button will cause character to flip in the air. Pressing down and right or left will cause character to roll in that direction.

Traveling
When you are on foot you can move up, down, left or right corresponding to what direction you press on the control pad.

When you are on horseback you can move back and forth and use the A or B button to jump over obstacles.

Continue Play
You will have two opportunities to continue your game after your character has been defeated. You will be asked if you wish to continue.

Option Menu

Press the START button to bring up the Option Menu.
Use the CONTROL PAD to move up or down to the option you wish to select.
Press the A button to choose highlighted option.

Talk - Robin Hood will talk to the person he is near. Robin Hood must be very close to the person he wishes to talk to. Bumping into other characters will also cause them to talk.

Look - This command describes Robin's current surroundings.

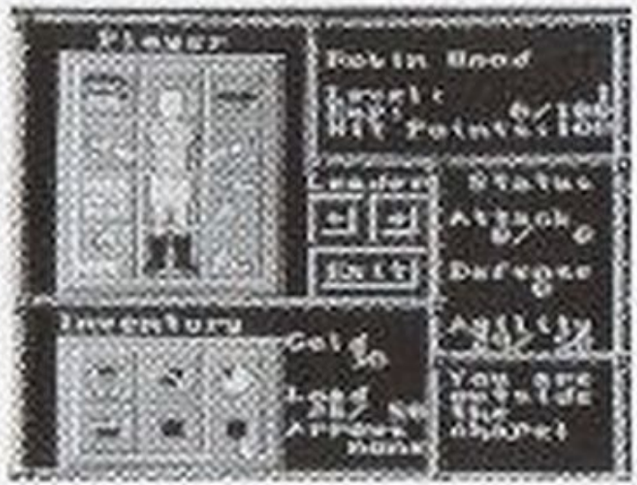
Take - This command causes Robin to pick up visible items. He must be near the item to pick it up.

Search - Causes Robin to search for any invisible items nearby. Other characters will often give clues to the location of hidden items.

Player - Brings up the Player Screen.

Exit - Returns to game. Pressing the B button will also remove this menu and take you back to the game.

Player Screen



To use the Player Screen, you will move the arrow using the Control Pad.

Whichever character's name is in the upper right hand corner of the screen is the character you are presently looking at. To alternate between members of your party move the arrow to one of the two arrows (<— —>) in the center of the screen and press the A button. You will see the name change as you click on each arrow.

(**eye**) - To look at an object in your inventory, move the arrow to the object you wish to look at and press the A button. Then move the arrow, holding the object, to the Eye in the upper left square of the player box and press the A button again. This will give you a description of the object.

(**mouth**) - To eat or drink something in your inventory, move the arrow to the object you wish to consume and press the A button. Then move the arrow to the Mouth in the upper right square of the player box and press the A button again.

(**map**) - Moving the arrow to the map and pressing the A button will show you a map of your surroundings.

(**take**) - To take a visible item, move the arrow to the Take icon and press the A button. This will cause Robin to pick up the nearest visible item.

(**drop**) - To drop an item in your inventory, move the arrow to the object you wish to discard and press the A button. Then move the arrow to the Drop icon and press the A button again.

(**use**) - To use an object in your inventory, move the arrow to the object you wish to use and press the A button. Then move the arrow to the word Use in the lower left square of the player box. Press the A button again to use the item. Some items, such as door keys, will be used automatically if in your character's possession.

To give an object to someone in your party, move the arrow to the item and press the A button. Then move the arrow to the two arrows (<— —>) in the center of the screen and choose the character you wish to give the item to. When that character's name is shown, move the arrow to either his inventory or to one of his player boxes and press the A button.

To wear an item, you must move the arrow to the object in your inventory that you wish to wear. Press the A button to pick the item up and then move it to the part of the body you wish to wear it on. Press the A button again to release the item. For example: you would wear armor on your chest.

Inventory

Your inventory is located at the bottom left of the Player Screen. You may carry six items at a time. You will notice that there are six squares in which to store your inventory.

GOLD represents how many gold pieces you are carrying.
LOAD represents how much you are weighted down by your inventory.
ARROW represents how many arrows you have left.

Your character's statistics are located in the upper right corner of the Player Screen beneath the character's name.

LEVEL represents what character level you are. With each level increase, a character becomes more powerful and gains twenty-five hit points. Your character will begin at level 1. You gain levels by earning experience.

EXP represents how many experience points you have. The number to the right of the number of experience points you have is the total number needed for a level increase.

HIT POINTS represent your "health". As you are wounded, your hit points will decrease. When your hit points reach zero your character has been defeated.

ATTACK represents what your attack abilities are. The number on the left refers to the object in your left hand. The number on the right refers to the object in your right hand. If there is nothing in your hand the number will be zero. If you have a weapon in your hand the number represents how much damage the item can cause to an opponent.

DEFENSE represents the amount of defensive armor you are wearing. The number refers to the amount of damage the armor can absorb. If you are using a shield, it will absorb a full hit if used quickly enough by your character.

AGILITY represents how quickly and accurately your character can move. The number on the right refers to the maximum amount of agility your character has based on how tired or hungry your character is. The number on the left refers to the actual amount of agility after subtracting the weight of the objects he is carrying.

LOCALE represents where in the story your character is located.

To EXIT the Player Screen, either move the arrow to the word EXIT in the center of the screen and press the A button, or Press the B button at any time while on that screen.
NOTE: You can only Exit the player screen if the arrow icon is empty.

Combat

Main Level Combat

This combat occurs during the majority of the game. When you are at the normal play level you may run into knights or other evil opponents or creatures. Your attack button will depend on which hand you are holding the weapon in. If your weapon is in your right hand the A button will be the attack button. If your weapon in your left hand you will use the B button to attack.

During this time, your hit points will be shown on the lower left corner of the screen. If your hit points start getting close to zero the number shown will begin to flash to warn you. As you are fighting you will see a + with a number next to it. This shows how many experience points you are gaining as you attack your opponents.

Dueling

A second form of combat you will encounter is dueling. This is a one-on-one battle using swords. To strike your opponent, press the B button. To jump, press the A button. Pressing up on the control pad while pressing the A button will cause you to do a flip in the air while jumping.

During the duel you will notice two life meters at the top of the screen. Yours is on the left and your opponent's is on the right. As a person is wounded his life meter decreases. The person whose life meter runs out first is defeated and the duel is over.

Melee

Another type of battle is the melee. This is when all of Robin's men fight against many of the Sheriff's men. The character you are currently commanding is the one shown by the arrow. To change to a different character, press the start button. To attack with your sword, press the A button. To shoot arrows at enemies, face the direction you wish to make the attack and press the B button. Remember Robin has a limited amount of arrows. Arrows can be increased by picking up quivers.

At the bottom of the melee screen there will be a life meter shown for each one of your characters. The life meter shown by the arrow represents the character you are currently controlling. When a character's life meter runs out, that character has been defeated.

Weapons and Protection

The following is a list of weapons and some information about each item:

Weapon Name	Weight in Units	Damage
Knife	2	2
Druid Dagger	4	8
Short Sword	4	6
Sword	6	8
Steel Sword	8	10
Claymore	10	12
Locksley Sword	8	20
Ball & Chain	40	25
Long Bow	3 (requires 2 hands)	Shoots 1 Arrow
Locksley Bow	3 (requires 1 hand)	Shoots 3 Arrows
Staff (Cudgel)	4 (requires 2 hands)	3

Note: Robin Hood is extremely proficient with the Locksley Bow. He can shoot three arrows quickly with this weapon.

Shields

Shields can be used as a defense during the main level combat. If the shield is used in time it will absorb a full blow from an enemy strike. To use a shield, you must have it in your hand. Two of the shields in the game are:

Shield	Weight in Units
Shield	10
Locksley Shield	4

Helpful Hints

Some things to remember while you are playing the game:

Be sure to talk to everyone. Some people may give you clues as to the whereabouts of hidden items or doors. Some will ask you questions or give you other clues as to what to do next. Be very careful when answering questions. In many cases the correct answer is imperative.

There are several hidden doors and items in the game. Be sure to SEARCH each place where you think there might be something hidden. Check for loose brick, covered holes, or maybe even secret passages.

You will find chests throughout the game. They can be opened in the same manner as a door. Be sure you have a chest key on hand in case you run across one!

Remember Robin can only carry six items, but, so can all the members of his party. It is better to have them carry objects then to weigh down Robin because his agility won't be as good if he is carrying many objects.

Be sure to pick up all quivers you find. You will need plenty of arrows. Also, pick up as many foods, potions, and bandages as you and your party can carry. You will need these to restore your health.

Characters

These are some of the major characters you will run across in your adventures.

ROBIN HOOD : Prince of Thieves - Robin of Locksley is your main character. He is very proficient with the longbow and is also a terrific swordsman. You will command Robin through journeys and battles with enemies in the effort to avenge the death of Robin's father and free England from the Sheriff's evil domination.

THE SHERIFF - The Sheriff of Nottingham. While Richard the Lion-Hearted, King of England, is away in The Crusades, the Sheriff takes control of England and begins to rob the people.

GUY OF GISBORNE - One of Robin Hood's evil foes. He is the Sheriff's chief henchman. He is responsible for the death of Robin's father.

MAID MARIAN - Marian Dubois of Dubois Manor. Friend to Robin Hood.

PETER DUBOIS - Maid Marian's brother and Robin's friend. Robin must rescue Peter to help him in his journeys.

AZEEM - A stranger offering help to Robin Hood. Robin must decide whether or not to trust this stranger and the assistance he offers.

THE BARON - This corrupt Baron is conspiring with The Sheriff to take over the land of England.

LITTLE JOHN & WULF - John Little and his son. Part of an army of outlaws in a camp in Sherwood Forest.

WILL SCARLETT - Member of Little John's army. Will does not trust Robin Hood.

FRIAR TUCK - A belligerent worker. He works for the Sheriff, but is not loyal to him.

MORTIANNA - The Sheriff's witch. She uses her Black Magic to help the Sheriff take over England.

Credits

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